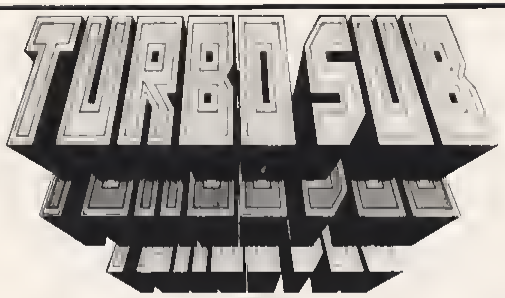
ENTERTAINMENT SCIENCES

P R E S E N T S

TURBO SUB



ACTION-PACKED UNDERSEA DRIVING / SHOOTING ADVENTURE

TURBO SUB

- TURBO SUB is one of those rare games that captivates players and keeps them repeatedly coming back and making a considerable investment to become proficient and complete the game.
- The majority of the players will not complete the game even after it is at a location for 6 months, but there is plenty of game play without reaching the end to keep player interest for a long period of time.

GAME PLAY

- Player pilots Futuristic Submarine with a proven precision control handle
- First person perspective creates the feeling that the player is looking through the window of the SUB as he embarks on a 3-D undersea adventure filled with strange alien creatures
- Play is so real that players duck as objects shatter the SUB's window
- Difficulty of the game automatically adjusts to the level of skill of the Player
- Incredible images (over 400) and precision animation creates a level of excitement not achieved in many other games
- Infinite variety makes it virtually impossible for a player to have two identically played games
- There are 7 action packed scenes with the 7th scene being the end of the game. Exceptional players will not play for ridiculous periods of time on one quarter
- Average game play time is designed to be right around 2 minutes when first installed at a location and increases to around 3 minutes as players become skilled

BONUS SCORING

- A bonus screen is displayed at the end of each round
- At the end of the first scene (above water):
  - 10,000 points awarded for each saucer destroyed, or
  - 1,000,000 points awarded for destroying all 36 saucers
- For the second round only, a time counter (10 counts / sec.) is enacted. The time counter runs until the second round is over. 5,000 points are awarded for each count.

OPERATOR OPTIONS

- Operator can select number of "Subs" and/or "Neutralizers" which can adjust difficulty settings
- Independent sound volume settings for both attract and game play modes
- Game replay option - can only be enabled for first scene

HARDWARE SYSTEM FEATURES

- POWERFUL HIGH RESOLUTION SYSTEM
- ALL SOLID STATE ELECTRONICS FOR HIGH RELIABILITY
- INEXPENSIVE AND EASY TO UPDATE with other High Resolution Games which will be released, such as "BOUNCER"

DIMENSIONS

- HEIGHT: 72 in., 163 cm
- WIDTH: 23-3/4 in., 60.3 cm
- DEPTH: 32-3/4 in., 83 cm

DISTRIBUTED BY:

ENTERTAINMENT SCIENCES
A DIVISION OF CREATIVE SCIENCES
2318 FAIRVIEW AVENUE SOUTH
SANTA ANA, CALIFORNIA 92704
(714) 556-5544

© 1985 ENTERTAINMENT SCIENCES INC., ALL RIGHTS RESERVED